406 to produce images for display on a display device (not shown). For example, the vector unit **406** may transform objects from three-dimensional coordinates to two-dimensional coordinates, and send the two-dimensional coordinates to the graphics processing unit **408**. Furthermore, the sound processing unit **430** executes instructions to produce sound signals that are outputted to an audio device such as speakers (not shown).

[0069] A user of the user device **400** provides instructions via the controller interface **414** to the CPU **404**. For example, the user may instruct the CPU **404** to store certain information on the memory card **416** or instruct the user device **400** to perform some specified action.

[0070] Other devices may be connected to the user device **400** via the USB interface **418**, the IEEE 1394 interface **420**, and the AUX interface **422**. Specifically, a tracking device **424**, including a camera or a sensor may be connected to the user device **400** via the AUX interface **422**, while a controller may be connected via the USB interface **418**.

[0071] The present invention may be implemented in an application that may be operable using a variety of devices. Non-transitory computer-readable storage media refer to any medium or media that participate in providing instructions to a central processing unit (CPU) for execution. Such media can take many forms, including, but not limited to, non-volatile and volatile media such as optical or magnetic disks and dynamic memory, respectively. Common forms of non-transitory computer-readable media include, for example, a floppy disk, a flexible disk, a hard disk, magnetic tape, any other magnetic medium, a CD-ROM disk, digital video disk (DVD), any other optical medium, RAM, PROM, EPROM, a FLASHEPROM, and any other memory chip or cartridge.

[0072] Various forms of transmission media may be involved in carrying one or more sequences of one or more instructions to a CPU for execution. A bus carries the data to system RAM, from which a CPU retrieves and executes the instructions. The instructions received by system RAM can optionally be stored on a fixed disk either before or after execution by a CPU. Various forms of storage may likewise be implemented as well as the necessary network interfaces and network topologies to implement the same.

[0073] The foregoing detailed description of the technology has been presented for purposes of illustration and description. It is not intended to be exhaustive or to limit the technology to the precise form disclosed. Many modifications and variations are possible in light of the above teaching. The described embodiments were chosen in order to best explain the principles of the technology, its practical application, and to enable others skilled in the art to utilize the technology in various embodiments and with various modifications as are suited to the particular use contemplated. It is intended that the scope of the technology be defined by the claim.

What is claimed is:

1. A system for online tournament streaming, the system comprising:

a game network server that tracks real-time gameplay data associated with a plurality of user accounts, the tracked data indicating gameplay of a plurality of game titles; and

a tournament server that:

receives a request for a tournament, wherein the request further specifies one or more parameters for one or more of the game titles,

ranks the user accounts based on the gameplay data that meets the specified parameters for the specified game titles,

identifies a set of the user accounts as qualified for the tournament based on the assigned ranking,

assigns each of the qualified user accounts to a match within a bracket of the tournament based on the ranking,

generates a stream for each match in the bracket, wherein the stream is associated with the user accounts assigned to the corresponding match, and

distributes the generated stream to one or more user devices over a communication network.

2. The system of claim **1**, wherein the tournament server assigns each of the qualified user accounts to a match by determining a seeding for each of the qualified user accounts.

3. The system of claim **1**, wherein the tournament server further weights the specified parameters based on one or more preferences of a tournament organizer associated with the request.

4. The system of claim **1**, wherein the tournament server further tags the stream to indicate data regarding the corresponding match.

5. The system of claim **4**, wherein the stream is tagged to indicate at least one of a player, team, game title, rank designation, or type of in-game event.

6. The system of claim **1**, wherein the tournament server further generates a notification that includes a link to the stream when tracked gameplay data associated with the corresponding match meets one or more stored metrics associated with a predefined designation of notability.

7. The system of claim **6**, wherein the link is associated with the predefined achievement, and wherein selection of the link initiates a jump directly to a portion of the stream associated with the predefined designation.

8. The system of claim **6**, wherein the tournament server further sends the notification to a subscriber device based on the predefined designation of notability corresponding to one or more subjects of interest indicated in a profile associated with the subscriber device.

9. The system of claim **1**, wherein the tournament server further:

filters a plurality of streams associated with the bracket based on a selected parameter; and

generates a display of the filtered streams, wherein at least one stream is associated with a visual indicator regarding a predefined designation of notability.

10. A method for online tournament streaming, the method comprising:

receiving tracked real-time gameplay data associated with a plurality of user accounts, the tracked data indicating gameplay of a plurality of game titles;

receiving a request for a tournament, wherein the request further specifies one or more parameters for one or more of the game titles;

ranking the user accounts based on the gameplay data that meets the specified parameters for the specified game titles;

identifying a set of the user accounts as qualified for the tournament based on the assigned ranking;

assigning each of the qualified user accounts to a match within a bracket of the tournament based on the ranking;